AMENDMENT TO THE SPECIFICATION

Please amend the paragraph starting on page 28, line 18 and continuing on page 29 with the following markup version.

B. Programming Language and Data Structure

In an embodiment, the programming for the synchronized replay of the RECALLTM session is done in Java 1.3. Important Java classes and data structures are listed below.

- 1. Replay Applet: The main program controlling the replay session through a hypertext markup language (HTML) file. [Will other markup language, e.g., XML, be possible?]
- 2. Storage Table: The table storing all the sketch objects for a single RECALLTM page.
- 3. TextIndex: The array storing all the recognized phrases in the session.
- 4. ReplayFrame: The frame on which sketches are displayed.
- 5. TextReplayFrame: The frame on which recognized phrases are displayed.
- 6. ReplayControl: The thread coordinating audio and sketch.
 - 7. TextReplayControl: The thread coordinating text display with audio and sketch.
 - 8. RecallObject: The data structure incorporating information about a single sketch object.
 - 9. *Phrase*: The data structure incorporating information about a single recognized phrase.

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